Page 23, line 8, replace "drawing file, such as file 214" with --file, such as the two-dimensional file 214--.

Page 23, line 12, replace "with the" with --with respect to the--.

Page 23, line 21, replace "the file" with --two-dimensional file 214--.

~~In the Figures~~

~~Formal drawing sheets 1-2XX are provided herewith as replacements for the originally-filed informal drawings.~~

In the Claims

Please cancel claims 1-12 which are directed to unelected groups I and II.

Please cancel claim 16.

Please Amend the Claims As follows:

Each amended claim is presented in its final form below followed by a marked-up copy of the amended claim showing the specific amendments.

Final Form:

1.

~~13.~~ A method of showing a relationship between, at least two views of a three dimensional model, the method comprising:

processing three-dimensional model data to generate a two-dimensional drawing of the model, the drawing comprising a first and a second view of the model;

receiving user input to position a pointer at a location in three-dimensional space;

displaying the two-dimensional drawing, said displaying including:

displaying the pointer in the first view at a relative location in the first view's two-dimensional space that corresponds to the location of the pointer in three-dimensional space; and
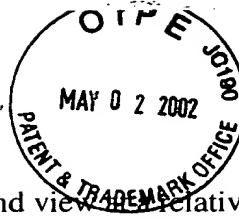
displaying the pointer in the second view at a relative location in the second

view's two-dimensional space that corresponds to the location of the pointer

in three-dimensional space.

16. A method, according to claim 13, further comprising:

in response to a user moving the pointer in the first one of the views, moving the

pointer a corresponding amount in the second one of the views.

17. A method, according to claim 15, wherein the first view comprises a first two-

dimensional coordinate space representing a projection of the model, and the method

further comprising:

receiving input from a user to move the pointer in the first two-dimensional

coordinate space;

determining a new location of the pointer in three-dimensional space by applying an

inverse of a transform matrix mapping the model to the first view to determine a

new location of the pointer based on the received input moving the pointer in the

first two-dimensional coordinate space.

18. A method, according to claim 17, wherein a new location for the pointer in the second

view is determined by applying the transform matrix for the second view to the new

location of the pointer.

19. A method implemented in a computer aided design system of displaying a three

dimensional model having a plurality of two dimensional views associated therewith,

each view comprising a representation of the model from a predetermined viewpoint

comprising:

rotating the model to present a first one of the views;

pausing to show the first one of the views; and

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continuously rotating and pausing the model to present other ones of the views.

27. A computer-based system, for providing interpretation of an electronic drawing, having a plurality of views, comprising:

a virtual folding process for permitting a viewer to view selected views in proximity to each other from a the plurality of possible views;

a hyperlink process for simultaneously highlighting at least one the coordinates of a viewed object as the coordinates appears in more than one view;

a pointer for simultaneously pointing to the same point of a viewed object as the point appears in more than one view; and

a drawing animator for rotating the a three-dimensional depiction of the viewed object about an axis of rotation and highlighting a two-dimensional view when the view is coincident with the plane of the drawing.

28. A computer-based system, according to claim 27, wherein two-dimensional data for the electronic drawing and a program for displaying the electronic drawing are stored in a single file.

Marked-Up Form

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13. A method of ~~correlating~~ showing a relationship between, at least two views of ~~an~~ ~~object~~a three dimensional model, the method comprising:

> processing three-dimensional model data to generate a two-dimensional drawing of

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> > the model, the drawing comprising a first and a second view of the model;
>
> ~~providing~~ receiving user input to position a pointer ~~having an absolute~~ at a location in
>
> > three-dimensional space;
>
> displaying the two-dimensional drawing, said displaying including:
>
> > displaying the pointer in ~~a first one of the views~~ the first view at a relative location

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> > > in the first view's two-dimensional space that corresponds to the
> > >
> > > ~~corresponding to the absolute~~ location of the pointer in three-dimensional
> > >
> > > space; and
> >
> > displaying the pointer in ~~a second one of the views~~ the second view at a relative
> >
> > > location in the second view's two-dimensional space that corresponds to the

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> > > ~~corresponding to the absolute~~ location of the pointer in three-dimensional
> > >
> > > space.

15. A method, according to claim 13, further comprising:

> in response to ~~the~~ a user moving the pointer in the first one of the views, moving the
>
> > pointer a corresponding amount in the second one of the ~~view~~ views.

20   17. A method, according to claim 15, wherein the first view comprises a first two-
dimensional coordinate space representing a projection of the model, and the method
further comprising:

> receiving input from a user to move the pointer in the first two-dimensional
>
> > coordinate space;